Keystone Elementary

Technology Implementation Plan -- Outline

1st Quarter #1 & 2 2nd Quarter #3 & 4 3rd Quarter #5 4th Quarter #6

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| **1.** | Digital Citizenship |
|  | Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students: |
|  | |  |  | | --- | --- | | a. | advocate and practice safe, legal, and responsible use of information and technology. | | b. | exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. | | c. | demonstrate personal responsibility for lifelong learning. | | d. | exhibit leadership for digital citizenship. | |
| 2. | Technology Operations and Concepts |
|  | Students demonstrate a sound understanding of technology concepts, systems, and operations. Students: |
|  | |  |  | | --- | --- | | a. | understand and use technology systems. | | b. | select and use applications effectively and productively. | | c. | troubleshoot systems and applications. | | d. | transfer current knowledge to learning of new technologies. | |
| 3. | Research and Information Fluency |
|  | Students apply digital tools to gather, evaluate, and use information. Students: |
|  | |  |  | | --- | --- | | a. | plan strategies to guide inquiry. | | b. | locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media. | | c. | evaluate and select information sources and digital tools based on the appropriateness to specific tasks. | | d. | process data and report results. | |
| 4. | Critical Thinking, Problem Solving, and Decision Making |
|  | Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. Students: |
|  | |  |  | | --- | --- | | a. | identify and define authentic problems and significant questions for investigation. | | b. | plan and manage activities to develop a solution or complete a project. | | c. | collect and analyze data to identify solutions and/or make informed decisions. | | d. | use multiple processes and diverse perspectives to explore alternative solutions. | |  |  | |
| 5. | Communication and Collaboration |
|  | Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students: |
|  | |  |  | | --- | --- | | a. | interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media. | | b. | communicate information and ideas effectively to multiple audiences using a variety of media and formats. | | c. | develop cultural understanding and global awareness by engaging with learners of other cultures. | | d. | contribute to project teams to produce original works or solve problems. | |
| 6. | Creativity and Innovation |
|  | Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students: |
|  | |  |  | | --- | --- | | a. | apply existing knowledge to generate new ideas, products, or processes. | | b. | create original works as a means of personal or group expression. | | c. | use models and simulations to explore complex systems and issues. | | d. | identify trends and forecast possibilities. | |